



3DO
NEWS!
CLUB
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Welcome to The 3DO™ Club, your best resource and entree into the exciting world of 3DO technology and products. If you already own a 3DO™ Interactive Multiplayer™ system, then let me also extend my congratulations, since you've purchased the most advanced, state-of-the-art interactive system available today. You knew that your 3DO system was different right from the start. First, there's the technology—the photorealistic color, the blazing 3D graphics, the CD-quality sound, and the smooth digital video all working to deliver unprecedented multimedia realism. Then there's the growing library of world-class 3DO software, including incredible games, cutting-edge sports and flight simulators, interactive movies, educational programs, and information titles as well. Finally, the 3DO system also plays your music and photo CDs, and soon the new 3DO Video CDs. *In other words, the 3DO player is an all new system, with all new possibilities.*

In fact, helping you take advantage of all of these possibilities is what The 3DO Club is all about. First and foremost, The 3DO Club, through this newsletter, will be your official source of news and information on the latest, cutting-edge products for the 3DO system. Through the newsletter, we'll also give you unique and interesting perspectives of the 3DO world, like this issue's exclusive, behind-the-scenes look at the making of Crash 'N Burn. In short, your Club newsletter will be bringing you information not found anywhere else.

An incredibly exciting and eventful year is ahead for the 3DO community, and we're glad you've decided to join the adventure. Thank you for your interest, and enjoy your new Club membership!

Sincerely, Trip Hawkins

By the way, we're very interested in your feedback on The 3DO Club, or any other 3DO-related matters that strike your fancy. To record your input, be sure to fill out the enclosed Club survey form. Likewise, please don't hesitate to write a letter to our editor. We can be reached at: The 3DO Club, 600 Galveston Drive, Redwood City, CA 94063

Note: We reserve the right to reprint letters which have been edited for length!

Bill Mitchell, Developer
Crash 'N Burn and Total Eclipse
 "Nothing out there pushes pixels as fast as the 3DO"



Buddy Pringle, Artist-Virgin
 "The system gives me a lot of flexibility, I am not limited the way I am on other systems. I can use any color I like"



Steven Zelnick, President-Crytek/Dynamica

"Because it's the only system that shows off the quality of our work. It's a good business model."



Gilmen Louis, President-Spectrum HoleByte

"I think 3DO is the very first machine of the next generation. The first machine to integrate CD-ROM, state-of-the-art graphics, it doesn't restrict our content, it allows software companies to do what they do best. If it is accessible it will help the whole industry. It is the first of many products that will have similar kinds of performance but there will always need to be a leader. I think 3DO did a wonderful job expressing a vision, implementing that vision."

Charles Deenen, Director of Sound-Interplay

"It's the best for sound. You can't normally have great sound in games, but this works really well."



John Aldredo, Artist-Virgin

"Great color graphics. We have a lot of color resolution which makes for some really nice sprites. The people we filmed on green screen will really look like people, not like some pooled lunny thing. The special effects are a cool, too. In Demolition Man, we used the 3DO system's ability to create translucent objects to make really real looking flames. It is very easy to program that kind of effect on the 3DO system."



Michael Knox, President-Park Place Productions

"3DO stands for something that our industry and the consumers have wanted for a long time and 3DO is the first real venture that will bring Hollywood and our industry together. This is kind of a bold first step or excitement, and everyone has been standing around saying, 'They lots see who's gonna do it and what's gonna happen. I think that Trip Hawkins is the right guy for that. He's done a great job of bringing the guys together and bringing the excitement level needed to move

this whole thing forward. I think 3DO is not only a machine that represents a positive change for the industry, but it also is a great piece of hardware. It is powerful, we can do things that we couldn't do before."



Sid Moler, Senior Designer-Microprese

"CPU Tech is a different kind of product. 3DO is a new kind of platform. We wanted a unique piece of hardware, and we like the loading edge graphics capability and high quality sound. We also were looking for a willing audience for our product, and 3DO is a system that people would put in their living rooms and share with the family."

We also liked the manufacturing base of Panasonic, Sony, AT&T and the broad participation of developers. We think the 3DO is a system that will attract a wide variety of users. It's a very open, flexible platform."

Bill Hinemen, Developer-Interplay

"It was an opportunity to take a product that you are very excited about to a new level. That's exactly what the 3DO is to me. At this point in time, it is the best one available."



Madeline Canope, V.P. Marketing-Crystal Dynamics

"The 3DO system is the best home console, and it has incredible power and great colors. Oh, and it includes Crash 'N Burn!"

Brian Ferge, President/Founder-Interplay

"First and foremost, I decided to support the 3DO platform because it represented the future. Trip's vision of the future is accurate."

We wanted to be there to help make it happen. That was first and foremost. And the truth is, I am a believer in Trip and that goes hand in hand with what I just talked about. It is pretty obvious that we are going into CD development. We are always working on that. It is a platform we plan to produce a lot on."



based on conversations
between Mark Wallace
(Producer, Crash 'N Burn)
and Jusef DeMott
(Games Editor)

The Barbecue

You've just found out that a hot new machine called 3DO Interactive Multiplay is set to be coming out in a few months. You know you want to create a great game for the new machine. So what do you do?

If you're Multi-line Gamer, Mark Wallace, and Mark Cherry, and you've just formed a new company called Crystal Dynamics, you have a barbecue.

It was a good atmosphere for throwing out ideas, said Mark Wallace, but told us the story of



how Crash 'N Burn got made. We tried to generate a sort of brainstorm of ideas.

Initially we started off saying, 'Let's do a game on the 3DO system. There are no restrictions.' Anything was possible. Then we started to narrow it down to which dreams could be realized and which couldn't.

The first step was to decide a hot kind of game to make. Should it be an adventure game, or perhaps a simulation?

THE MAKING OF CRASH 'N BURN

We wanted it to have international appeal. We're hooked on a hot one though other developers might be making. What else would be available when the 3DO machine first appears? Based on the information we had, we decided to make an action game, and one of our favorite ideas turned out to be an action racing combat-oriented game. We checked to see that our idea met most of our prerequisites.

The Design

The next step was to begin writing a design document. One of Mark's goals was to incorporate FMV (Full-Motion Video) into the product. He hoped to present the characters in the game realistically so that players would be able to identify with them. The rest of the design went through several phases.

Initially, we were going to use relocations, and all the combat would take place in those arenas. Like a bicycle rodeo, you would start out flat. As your speed increased, you would go up in the walls and the entire screen would

shift around. After everyone had acquired enough speed, their weapons would become active and they would fight it out. That was our original version of Crash 'N Burn. Between the relocation sequences, there would be cross-country races. Originally these races did not include combat. We thought we'd offer combat in the middle and test your driving abilities in the other.

There was also a demolition derby mode in the original game plan, but that had to be set aside in the interest of time. Crash 'N Burn had to be created very quickly by today's standards of game development.



The Tracks

One of the toughest steps taken for the *Crash 'N Burn* design was the creation of full 3D race tracks.

We made a kind of leap in that we created a complete 3D universe, you could see the track below you on a dark green curve, and the cars driving on that track as well. But that doesn't cost as much as you'd think, and we had to make sure the music had a lot to be heard planned to play during the races. It was too hard to spend the music constantly off the CD while you were driving along, so we had to find another way around that.

The producer's gone through a real roller coaster path, but we are very happy with it. There are areas where we might look at it and say, "You know, if we had two or three months more, this could have been so much better." But that is the nature of software. Any time you release a product, if you just had more time, you could do more.

Being first isn't always easy. While we were running along, we were encountering situations that hadn't been thought through yet. For instance, we were the first to try to shove a game into the 340 megabyte. Nobody had gotten to that point yet, and we had to figure out how it would fit. It was a sweat agony. We knew we were ahead of everyone else, but we also had to fit by having to figure out what could later be perceived to other developers.

Getting it in FMV

Including FMV presented other challenges. Like most game developers, the *Crash 'N Burn* team had little experience with the techniques involved in combining live scenes with digitized screens. The first step was to design the characters.

We created our characters from four directions at the same time. One was strictly front or rear standpoint. Steve would have different character ideas. Then we would have Dan come in as a writer and create character descriptions. Then they would cross back and forth. So Dan would get a picture from Steve and he'd try to write a bio for that character, and vice versa. Once we had a large number of character possibilities, we evaluated them and let the people in the company vote for their favorites. We finally settled on the ten best characters, a high number reduced to six.

After hiring some artists from a local talent agency, the *Crash 'N Burn* team went into the studio to bring their characters to life. The process used an application in digital scenes is called "blue screen." This technique was first impinged by the music industry for their special effects, but it is quickly becoming a standard technique for game developers.

However, few people in the interactive game industry were unskilled with blue screen techniques. The actors have to perform in front of a blank screen on a blank set. They have nothing to mark with. However, during the filming, they can see what the screen will look like as the Ultra Movie system mixes the live graphics with the digital effects right there at the studio.

We had all the people from our company go watch the

recording process. It is a kind of a learning process for us all. Our thing we learned was that you should have a rehearsal day before the shoot in case there are any questions.

We had some ideas that we couldn't do, like having the whole *Crash 'N Burn* team do a single line across the blue screen so when you joined the game, there we'd be. But we ran out of time, so that never happened.

Our favorite character was the half man/half cyborg from the black market, but the idea was disappointing. So one of our 3D artists, Chris Linn, took the video home and said, "Let me see what I can do with it. He worked over the weekend with 3D Studio and kind of created this character on the computer. It's unfortunate that you see the cyborg man so infrequently in the game. We really liked how he came out.

We also used the 3D modeling technology to create the tracks and the cars. The representation of the tracks you see before you start a race is taken from the same data as the tracks themselves.

Even though we generated the tracks in 3D, I had to work with special tools we created to program it all. It was a nightmare, starting at all those numbers. All those curve-curve curves and long double bill curves—they all had to be input numerically.

The cars in *Crash 'N Burn* are presented with various characteristics. Some of these characteristics are listed in the manual that came with the product, but out of all of them, the first one you may know about is speed or approximately how much damage a car has, but what about the "rubber band effect?" The rubber band effect determines how well the car sticks to the road in



turns, and this can be different on surfaces like asphalt or dirt than it is on water or ice.

In addition, the weight of a car affects its performance. The heavier a car, the slower it will be going up hill, and other factors remaining equal, and the slower it will decelerate. Some cars had better front ends than others, and their responsiveness in turns would be superior. "We generated a list of the different effects the cars were going to have and matched them up to the graphics we had created. Top speed, a right, rubber-band effect, acceleration anomalies, all like that."

Next, there were the enhancements. What makes *Crash 'N Burn* so fun is the chance to earn money in the Tournament and use that money to buy all kinds of weapons, armor, and other great stuff for your car. Each of the items in Ron's Auto Shop is modeled to match the 3D displays. The quality of these images is beyond anything people have seen in home systems before.

Each of the items from Ron's are not the only items in the game. There are also black market

items like the Gauss Gun, the Choking Device, and the devastating Dragon Turbo Laser (the most powerful weapon in the game). The black market is also a good place to shop for a new car—assuming you're got the bucks!

We used the capability of the 3DD machine to create transparency effects. For instance, you could see through the ghost tracks, the heads-up displays on the windshield, the choking device effect... This effect caused your car to become transparent, almost invisible, like the Predator where you could see just a sort of outline of the thing. As you take more and more damage, your car will become more and more opaque until you become completely visible. The more visible you are, the more enemies it'll shoot at you. When you're completely invisible they won't shoot at all, unless they are shooting at another car beyond you.

Speaking of shooting at you, one of the hidden features of the other drivers is what we call the "grudge factor." So if you go after someone, they will remember. Depending on how high the grudge factor is, the other driver might remember from any winning race you just took you out.

On the other hand, the cyborgs are just there to take you out. They are easier to kill than a regular driver, and once you get some better weapons, they're easy. Their AI targets you and the other drivers, so they can't interfere with your competition, um.

In the end, we're happy with a lot we did in *Crash 'N Burn*. We're also looking forward to future products like *Final Felpse*. The Thrax, and, well, a whole lot of fun's out for Crystal Dynamics and 3DD!

Strategies for Crash 'N Burn

Here are some basic strategies for playing *Crash 'N Burn*:

Strategy 1: Just Win, Baby

The first basic strategy in *Crash 'N Burn* is to get in first place and stay there. This only works if you car is fast enough to get up the hills and your driving skills are good enough. You might want to choose Max as your alter ego with this strategy. Then, as soon as you can afford it, buy the Flash Laser. This is a rear-mounted laser that blinds any drivers behind you for several seconds. Once you take the lead in the race, you can use the Flash Laser to keep anyone who comes close in a perpetual state of confusion.

The big drawback to this strategy is that you won't earn very much money. Sure, you'll get the big first place money (\$2000), but none of the precious kill money of strategy 2.

Strategy 2: Total Destruction

The other strategy is for the blood-thirsty player who wants to cash in big. The idea is simple. Just destroy all the other cars until you're the last one on the road. If you can accomplish this goal consistently, you'll make lots of money. When the black market cyborg comes to offer you a really great item or a new car, you'll have the bucks to buy it. On the other hand, you have to drive very well, control your car even better, and shoot accurately. At first, it isn't easy to destroy the other drivers' cars, but after you invest in better weapons, like the .50 cal machine gun or the Pismo Laser, you can make pretty short work of the competition. And if you can get hold of the Dragon Turbo Laser...

One other small tip

If you choose to cash in your driver/alter ego, you'll have chosen the most difficult car to control. But there's a bright side. Because track records are kept for each car and for each track, it's easiest to set new track records with Rocket. Each track record is worth \$2000.



The Next Great Advance In Technology Has Been Dead For 200 Years.

Once in a while a product changes how we think about computers. Once in a lifetime a product changes how *computers* think about us.

C.P.U. Bach — the latest composition of award-winning software designer Sid Meier — is *conscious software*, a transcendent computer program that actually creates *original* classical music in the style of legendary Baroque composer Johann Sebastian Bach.

C.P.U. Bach composes never-before-heard music "on the fly," and transforms your new 3DO Multiplayer from a "game machine" into a home entertainment powerhouse.

Concertos, fugues, minuets, chorales — the world's first true digital composer, C.P.U. Bach, handles all the demands of Baroque music, yet still lets you adjust its performances to your personal tastes. Those pieces you like best can be saved for playback anytime.

The innovation doesn't end there. C.P.U. Bach also harnesses 3DO's powerful graphics engine to deliver abstract graphics to match the mood and tempo of the music. Graphics, which, like the music, are never the same twice.

Imagine. Original music of beauty, brilliance, and inspiration — anytime. With C.P.U. Bach, great composers no longer have to stop composing.

MICRO PROSE[®]

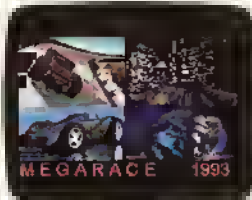
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3DO

Mega Race™ by The Software Toolworks



Mega Race!...a wild on the edge virtual driving experience through the landscape of a futuristic Megalopolis! Heated head-to-head competition combining speed, running, aggression, and all out combat, make Mega Race a one-of-a-kind gaming challenge. Players pit themselves against one of five computer generated drivers as they navigate through three-dimensional obstacles to take the lead, using any means necessary. Winning is all that counts! Use weapons, tricks, and skill to cause the fish in first place. Spectacular fully rendered animation and amazing 3D graphics provide a virtual racing experience.

The San Diego Zoo Presents...The Animals! by The Software Toolworks



The San Diego Zoo Presents... The Animal! A break through extravaganza of zoological wonders showcasing over 200 species of exotic wildlife in

true video with synchronized sound! The Animal! brings you the most complete and up-to-date information about our animal neighbors from the experts at the world renowned San Diego Zoo. Dazzling photographs, and live action video clips, bring you face to face with amazing wildlife from around the globe. The 3DO system's spectacular video technology brings the animal kingdom to life in over 50 exciting video clips and more than 1,300 color photographs. If you love animals, you'll love The Animal!

Stellar 7-Draxon's Revenge by Dynamic



Stellar 7-DRAXON'S REVENGE is a first person shooting action game that takes full advantage of the 3DO system's immense power. You'll be in control of a prototype assault vehicle, code named RAVEN, in a world created by the Dynamic designers. Dynamic used 3 Megs of memory to give you solid control, CD-quality raked out sound, and blazingly fast in-game action. The source shaked, poly game-based graphics combined with the 3DO system make for an ultra-smooth, color filled environment. Add voice enhanced music quality film clips and you're in for a wild adventure, courtesy of the 3DO system's power.

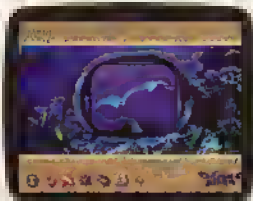
Dragon's Lair by Hewlett-Packard



The 3DO version of Dragon's Lair brings the spectacular animation and sound of the original laser disc arcade game to life like never before! Using the latest in video compression technology you'll see images so sharp and animation so fluid you'll swear you're watching a laser disc!

You control the actions of Dirk the Daring, a valiant Knight, on a quest to rescue the fair princess from the clutches of an evil dragon. Fight your way through the castle of the dark wizard who has enchained it with treacherous monsters and obstacles.

The Software Toolworks® Presents...Oceans Below™



The Software Toolworks Presents...Oceans Below is the closest you'll ever come to diving without getting wet. Discover the world of scuba divers in this exciting new interactive multimedia experience. Learn about seelife through video clips and photos, and pursue a number of unique diving exper-

iences. Explore shipwrecks, find an reel, even hitch a ride on a manta ray. Original video footage and narration, plus high resolution photos, music, graphics, and text let you explore the wonders of the underwater world as if you were there. If it was any more real, you'd need a mask.

Shelley Duvall's It's a Bird's Life by Sanctuary Woods®



Award winning actress Shelley Duvall created this original story to delight children of all ages. Shelley Duvall's It's a Bird's Life follows a young group of parents on a journey from L.A. to the Amazon Forest and back, experiencing many adventures along the way.

Rich with educational content, Shelley Duvall's It's a Bird's Life contains a 60 page interactive storybook along with 11 original sing-along songs and 26 games, puzzles and activities. Children can read or have Shelley Duvall narrate. Parents and other children will love the educational content which includes world geography, bird anatomy, and cloud formations, an in-depth look at the rain forest, and 400 word definitions.

The Software Toolworks® Presents... Space Shuttle.



Climb aboard the most intriguing spacecraft ever built, and take part in the nation as though you are a member of the crew. You'll explore and master every nook of the Space Shuttle gear and orbital flight, plus all the details of lifting and working in space. Experience one of 32 authentic NASA missions with over 45 minutes of extraordinary video, breath-taking graphics, spectacular color photos, fascinating narration, and original music. Next, choose your mission, insert the tape, and get a complete run down. Then it's 3-2-1...blast off! You may never want to come back down to earth.

Peter Pan: A Story Painting Adventure by Electronic Arts



EA's Kids Story Painting Adventures are a totally new concept in kids' software. With the help of the Paintbox Pals, a set of "living" paint tools,

children become the "hands of the painter" to affect the events in Peter Pan's classic tale from start to finish. Quick—a pirate is blocking Peter's path! Choose one Paintbox Pal and paint the pirate into a niche (and watch him fly away) or choose another and drain his sword into a tasty banana. With 30 scenes and hundreds of possible events, Peter Pan is the first truly interactive story-book. For ages 3 to 9.

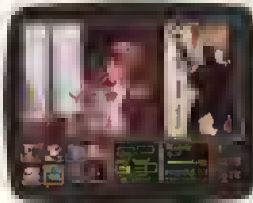
Cowboy Casino™ by IntelliPlay



IntelliPlay's personal coaching system adds a new dimension with Cowboy Casino. You still get the same powerful, easy-to-use blend of full motion video, sound and graphics designed to help you build skills in your own pace. But Cowboy Casino adds a new twist: A barrel of laughs.

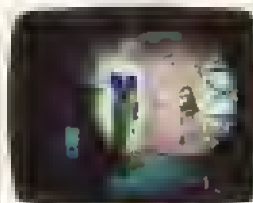
This super-fun course gives you five personal coaches who introduce you to high-stakes poker in a real Old West saloon. Your coaches teach you several forms of poker, from 5-card draw to 5-card stud, 7-card stud, Texas Hold'em and more. You'll play against all five and get hit with a stream of fireworks as you build a range of card-playing skills.

Night Trap by Digital Pictures



Night Trap is the first CD-ROM that makes you the most important character in a real movie. You direct the action. You call the outcome. It has all the challenge of a video game, but with real people instead of computer-generated characters. Five teenagers have disappeared from a bizarre lake-side house. You are enlisted as a Special Control Attack Team agent trying to solve the mystery. You are responsible for protecting the lives of another group of teenagers visiting the house. Don't even think of messing up. Remember, people's lives are in your hands!

X11th Hour: The 7th Guest Part II by Tribbyte & Virgin Interactive Entertainment



X11th Hour, the sequel to the #1 selling CD-ROM game The 7th Guest, takes you back within the haunted walls of the Stauf mansion. It's now 1994, and in

a race against time you must thwart the insidious designs of the evil top maker Henry Stauf. The power of the house has re-emerged, rebreathing hell itself upon the unsuspecting. Will you be the next?

Featuring over an hour of full MPEG compatible video, a stunning SVX virtual environment stocked with 100 delectable animations and more details in storyline than ever before, X11th Hour charts new frontiers in "television entertainment".

Escape From Monster Manor™ by Electronic Arts



Restore the Tiddimani! It was created to banish spirits from the world, but an evil force has broken the Tiddimani and scattered its pieces. It is up to you to restore the talisman and end the reign of terror by battles of realistically clay animated zombies, ghosts, spiders and battle fiends. Explore charming restaurants, a mysterious hedge labyrinth, a twisting series of treacherous and ruses, and special hidden levels. This first novel-shooting action game delivers blood-pumping excitement with action.

ESPN® Baseball

by IntelliPlay



These four titles cover all the key fundamentals of baseball for players of all ages. Following the same coaching methods used by Ron Fraser, a former of two national championships at the University of Miami and the 1992 U.S. Olympic Games Coach, and ESPN and IntelliPlay combine live action video, sound and graphics to offer personalized interactive coaching help—so it's easy to master new skills at your own pace.

ESPN® Golf

by IntelliPlay



ESPN Golf by IntelliPlay puts you up close and personal with Tim Kite—the 1992 U.S. Open Champion, a winner of 19 PGA tournaments and professional golf's all-time money winner.

Tim gives you his personal insight and coaching tips on all parts of the game, using full-motion video, sound and graphics instruction. *Lunar Year Score With Tim Kite* is produced and directed by Terry Trautman, a winner of seven Emmy

Awards for his outstanding work in producing and directing television sports. It also includes insight on the mental aspects of golf from Dr. Bob Rotella, an internationally known sports psychology consultant. This title provides personal coaching that can help you become the golfer you want to be.

ESPN® Football

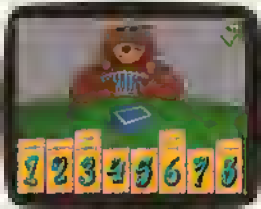
by IntelliPlay



Whether you play offense or defense, just getting started or have played the game for years, ESPN's Football Passing Series by IntelliPlay has just the coaching help you need. All developed with 1991 United Press International and American Football Coaches Association Coach Of The Year Bill Leu and his Georgia Tech coaching staff. Choose one or more of these four titles for interactive personal coaching that combines sound, action video and graphics to make learning easy.

Fatty Bear's Fun Pack

by Humongous Entertainment

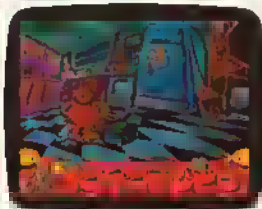


In the spirit of Putt-Putt's Fun

Park comes this challenging compilation of activities interesting in its animation and dazzling sounds. Fatty Bear's Fun Park features 5 different activities for kids 3-8. Enjoy the fun and challenge of Reverse Tangrams, GO Fish, Lines and Boxes, or Fatty Bear's Point Set. Develop logic and strategy skills. Enhance pattern recognition and spatial thinking abilities. Junior Adventure quality speech and animation. Four skill levels. Challenging enough for everyone, even grown-ups!

Fatty Bear's Birthday Surprise

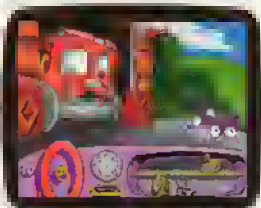
by Humongous Entertainment



This new title introduces the well-loved stuffed bear, Fatty Bear, who truly comes to life for children. This friendly cuddly cutie lives with a delightful young girl named Kayla. Tomorrow is Kayla's birthday and Fatty Bear is planning a surprise party for her. Fatty Bear sets off to decorate Kayla's room, bake cakes, and do much more. Of course, there are plenty of distractions... the pesky family pet keeps taking things from the player and there's always time for another game of bowling. As with all the Junior Adventures products, a surprise is packed inside—a ghoul in the dark Frisbee to enjoy.

Putt-Putt Joins the Parade

by Humongous Entertainment



Designed for ages 3-8, Putt-Putt Joins the Parade is the first title released from Humongous Entertainment. Grab your car wax and buff your bumpers, it's time for the annual Cartoon Pet Parade. Help Putt-Putt tackle the most parades, explore a toy store, rescue a puppy and more, before heading to his front row spot in the parade.

Putt-Putt Goes To The Moon

by Humongous Entertainment



Due to a freak accident at the local fireworks factory, Putt-Putt is blasted to the moon. There he meets Rover, a sad and lonely Lunar Terrain Vehicle, who has been left behind by the astronauts. This product stresses the need for teamwork and cooperation, and the lasting value of friendship. Putt-Putt and Rover must accomplish a few good deeds for the Moon People (one-like inhabitants of the moon) before they meet the Man in the Moon and are home and hoond.

What can you do in the 3DO System? Check out these great products. You'll find many of them in your favorite stores

WHAT CAN
YOU
DO ON THE 3DO
SYSTEM?

Many and the rest will appear within the next few months. Stay tuned for more great titles in our next newsletter.

EA Sports presents:
John Madden Football™
by Electronic Arts



The best selling football video game ever has an all new design for the 3DO system. Fully digitized player animation's, 3D rendered field with stadium art, and CD quality digitized sound bring out the best of the 3DO system. With the NFL license, now play with real teams using over 100 different plays. Choose from 38 teams with over 1300 player ratings in all. Multiple camera angles for instant replay complement Madden's all-new video color commentary.

Super Wing Commander®
by ORIGIN Systems



You're a starfighter pilot, the best of the best but nothing against Kibrah's army. The future of humanity is on the line each time you fly in Super Wing

Commander you'll discover ORIGIN's amazing ray-traced 3D technology, a dynamic soundtrack that matches the on-screen action, and a rumpelling storyline that puts you in the middle of this interactive movie.

The Even More Incredible Machine!
by Dynamic



Toss cats over rhasms with tetter-tatters! Blow up brick walls with bundles of dynamite! Kick howling balls onto conveyor belts with spring-loaded boxing gloves. You get in do about a gazillion strange and cool things as you solve the 120 different puzzles of The Even More Incredible Machine! To achieve each puzzle goal, you build weird trip-lever contraptions by placing oddball parts (trampolines, monkey motors, etc.) on the screen. When you combine the parts correctly, your machine falls/spins/links and completes the assigned mission. And each time you see that "Puzzle Solved!" message, The Even More Incredible Machine!, does a mind-meld through the maze and gets your brain to sort of... hug itself!

Twisted: The Game Show
by Electronic Arts



Grab your friends and join the most twisted game show ever to hit the tube. Your host, Twink Fizzdale, has a slick smile and a sense of showmanship that no game show fan can resist. And our contestants? That's you and up to 3 friends. Pick your favorite video contestant and experience the grins and groans of life in a game show. Complete with six off-the-wall game show characters in eight different interactive TV contests.

The Software Toolworks® Presents... 20th Century Video Almanac



If you could experience any moment in the 20th Century... which moment would you choose? With 20th Century Video Almanac you can see and

hear it all! Land on the moon, experience D-Day at Normandy, protest in the 60's, or be in the crowd for the 1916 World Series. Relive the events that have shaped our time from World War I to the break-up of the USSR. The 3DO system's spectacular video technology brings the century to life in over 100 historic video clips. The 20th Century Video Almanac... a revolutionary new way to experience the century!

Sid Meier's C.P.U. Bach
From MicroProse Software

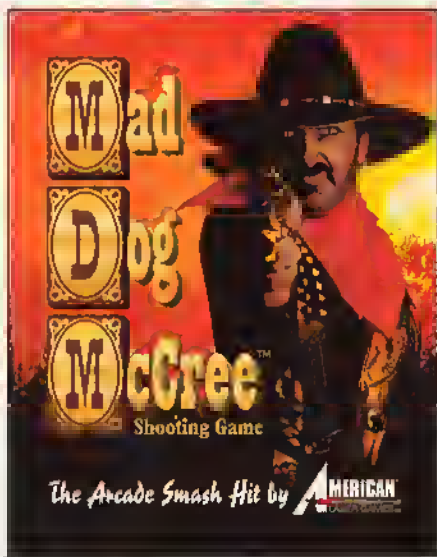


Sid Meier's C.P.U. Bach composes and plays its own original music in the style of legendary Baroque composer, Johann Sebastian Bach. It represents a new era of artificial intelligence, one which the computer is able to approach human creativity.

But great music is only part of C.P.U. Bach's appeal. The program will use graphics in a number of inventive ways to match the mood and tempo of the music being played.

The C.P.U. Bach owner will also be able to customize the music that is composed, as the program allows control over the mood, paring and style of what is heard.

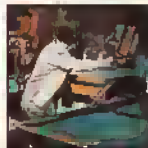
LIVE MOTION PICTURE ACTION



Outlaw Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail, and kidnapped the mayor and his daughter. Sherp shooting is a must in this arcade classic where the player must save the town, rescue the mayor and his daughter, and triumph in a final showdown against Mad Dog himself.



It's the rollicking '30s and someone has killed popular singer Johnny Rock in this action-packed gangster whodunit. The player will need to navigate the back streets, gaming halls, funeral parlors and the dirty sections of this city to get at the clues held by a number of shady characters and solve this murder mystery. Bad guys with machine guns provide a high level of challenge.



Introducing the world's first interactive live motion picture games for **3DO**.™ Now available at your favorite retailer.

Playable with the
GAMEGUN

Coming
for your 3DO
System

Mad Dog McCree and Who Shot Johnny Rock are
registered trademarks of
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AMERICAN
LASER GAMES INC.
LIVE MOTION PICTURE ACTION

CARE & FEEDING OF YOUR 3DO CDS

3DO CDs, like music CDs, are fairly sturdy and durable media, but that doesn't mean they're indestructible. In fact, a few strategic scratches or other blemishes on a disc's optical surface can cause your 3DO software to work improperly. The obvious way to avoid any problem is to keep your 3DO CDs in their protective packaging, jackets or jewel cases, where they're not easily susceptible to scratches or other blemishes. If you don't keep your discs in their cases, however, take care to always lay them with the printed side of the CD facing down on the surface. By doing this, you'll protect the disc's rainbow-colored, optical side (that's the one that holds the 3DO software!) from surface scratches, and lessen the risk of hurting any critical data.

EXPANDING YOUR SYSTEM'S HORIZONS

Computers can be expanded and enhanced with all sorts of additions, but what kind of provisions are there for attaching add-ons to your 3DO system down the road? Your 3DO system can be expanded through three different ports. First is the control port (that's the one that accepts your 3DO Control Pad), which can accommodate a wide variety of controllers in the future, such as keyboards, flight sticks, trackballs, kids controllers, and so on. Then there's the Expansion port, which is located on the back of your Interactive Multi-player system, on the left-hand side. The expansion port accepts more sophisticated add-ons—memory cards for saving games and other software information, or maybe a modem so you can communicate with other 3DO systems across the phone line. Finally, there's the video cartridge port, which accepts a forthcoming cartridge that turbo-charges the digital video capabilities of your 3DO system. Between these 3 ports, you'll have plenty of room for adding special 3DO enhancements as they become available.

WHAT'S THE 'PLUS G'?

You probably already know some people are not yet your 3DO player also works with CD+G discs are like graphics when connected to a TV (that's why they're are programmed to show pictures related to the background information—for instance, a music symphony might offer a biography of the great history behind the piece at hand. To see if a just look for the "CD+G" logo somewhere on logo, you'll be able to see the graphics when you



that your 3DO system plays music CDs, but aware of a related format, called CD+G, that regular music CDs except they also display CDs *plus graphics*. Some CD+G discs music. Others show lyrics or track from a Beethoven composer, and explain the music CD also offers graphics, the disc's jewel case. If it has the play it on your 3DO system.

AT RISK WITH PROJECTION SCREEN TVS

Projection-screen TVs are great for their big-screen experience, but if you use one with your 3DO system, you could be asking for trouble. The problem is what's called "screen burn-in," which means that in certain rare situations, the images from your 3DO system may become permanently imprinted on your projection screen (this strange phenomenon is actually a feature of projection screen technology, and *not* your 3DO player). To reduce your chances of burn-in, don't allow your projection TV to display still imagery (such as photo CD images, or paused game screens) for longer than a few minutes at a time, without being refreshed with new imagery. In other words, the longer a projection TV must display a single, unchanging image, the higher the chance of that image becoming a permanent feature of the screen.

MAXIMIZING THE POWER

To get the maximum Audio/Visual power a few tips: In the visual department, with the biggest TV possible. The ideal television, in fact, will be big directly into the middle of the screen, and see the TV's edges only way your sight is dominated by the on-screen 3DO graphics, the 3DO experience). On the audio side, treat yourself right a *stereo* (you'll use those left and right audio jacks on the back tion). For the *absolute best* audio performance, however, you may Many new software titles take advantage of the 3DO's advanced 3D sound seem like it's coming from a particular direction (for instance, approach from behind, then pass in full force, and finally fade away 3DO's 3D audio capabilities, you'll actually want to wear stereo your 3DO Control Pad.



from your 3DO system, we offer you'll want to use your 3DO enough to allow you to look with your peripheral vision (that helping you immerse yourself into and hook your 3DO system up to of your system to make the connect-not want to use stereo speakers at all. Audio Imaging technology, which makes you might hear the rumbling of a jet ahead of you). To get the full benefits of headphones, which you can connect through

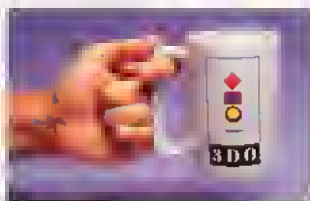
INSIDER INFO

Sports Cap Take it out to the ball game!

This low-profile purple sports cap has our logo embroidered on the front. Light weight with recyclable sweat-band, it's great for any time of year. Adjustable strap back. #3100-02

Coffee Mug

Wake up and smell the coffee! Our 13 oz., white ceramic coffee mug is just what you need to be attentive in the a.m. The full-color 3DO logo is featured on both sides. #3100-01



Juggling Balls If you can dodge traffic, talk on the phone and drink your morning coffee at the same time, you'll be a pro with a set of 3DO Juggling Balls. They feature 3DO's oval shapes of a cube, TV screen and sphere in our dazzling colors. Each set comes in a mesh bag. #3100-07



Kid's Backpack

Kids are sure to bring home their homework in our colorful backpack. (OK, they'll probably use it to carry around their new 3DO CD-32.) It has padded, adjustable shoulder straps, two zippered compartments, and the 3DO logo screened on the front. #3100-09

Mock Tartanneck

"REALITY HITS HOME!" Our natural-colored, 100% heavy weight cotton mock turtleneck is guaranteed to become your favorite shirt. The 3DO logo is screened on the back and a colorful slogan on the front. Available in sizes S-ML. #3100-03



Cloisonné Lapel Pin

Elegant and subtle, the lapel pin says it all... innovation, technology, and quality. 3DO's full-color logo is screened onto white cloisonné and backed with a military clasp for safe keeping. #3100-05



Watch Our 3DO watch puts you ahead of the game. With the 3DO logo on the face, this water resistant, unisex watch comes with Swiss movement, a scratch proof crystal, leather band and long life battery. #3100-06

Sweatshirt As you experience the thrills and chills of 3DO interactivity, bundle up in our durable, soft grip 50/50 cotton-poly sweatshirt. It has the full-color 3DO logo embroidered over the heart, crew neck and set-in sleeves. Available in sizes S-XL. #3100-04

T-Shirt Show your colors!

Wear our eye-catching, 100% cotton purple T-shirt with the 3DO logo screened on the back and "Reality Hits Home" on the front. Available in sizes S-XL. #3100-05

3 D O M E R C H A N D I S E O R D E R F O R M

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3DO-01	Coffee Mug		\$7.95	x 2	
3DO-02	Sports Cap		\$9.05	x 2	
3DO-03	Black Turtleneck		\$19.95	x 2	
3DO-04	Sweatshirt		\$24.95	x 2	
3DO-05	Boyle T-shirt		\$12.95	x 2	
3DO-06	Watch		\$29.95	x 2	
3DO-07	Juggling Balls		\$19.95	x 2	
3DO-08	Lapel Pin		\$4.95	x 2	
3DO-09	Kid's Backpack		\$19.95	x 2	

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Win free software or special 3DO merchandise!

Just fill out this questionnaire and send it back to us at the address listed below. You will automatically be entered into a special 3DO Club sweepstakes where you can win 3DO software titles, 3DO backpacks or 3DO Club t-shirts. Your answers will help make this the best Club for you. If you are not already a member of The 3DO Club and would like to join, just fill out this form and send it back to us with a check or money order for \$19.95. Look for the mailing address on page 15.

OFFICIAL ENTRY FORM

Name: PFEIL LAURENCE
 Mailing Address: FROM BACK OF THE SHEETS
 Area Code and Phone #: HEWLETT 6
 City: _____
 State: _____ Zip: _____
 E-mail: _____
 Age: _____
 Enter your 3DO membership number beginning with the letter C (turn your mailing label)
 Adult Male Teenage Male Boy Adult Female Teenage Female Girl

Occupation: _____
 Who is your family's main 3DO interactive (multiplayer) system?
 What 3DO software titles do you currently own?

How many 3DO software titles do you plan on purchasing in the next 12 months?
 Please rank the following categories of interactive software you are most interested in (please rank your top choices with 1 being your favorite)

Sports 1 2 3 4 5 6 7 8 9 or more
 Simulation 1 2 3 4 5 6 7 8 9 or more
 Informal/entertainment 1 2 3 4 5 6 7 8 9 or more
 Education 1 2 3 4 5 6 7 8 9 or more
 Entertainment 1 2 3 4 5 6 7 8 9 or more
 Interaction movies 1 2 3 4 5 6 7 8 9 or more

Other: _____
 What other interactive systems do you own?
 Macintosh IBM PC Super Nintendo Entertainment System SEGA Games Sega CD Philips CD I Atari Lynx
 1 to 5 5 to 10 10 to 20 Over 20
 \$50,000-\$74,000 \$75,000-\$99,999 \$100,000 & over

How many hours per week do you currently spend using interactive titles?
 Which of the following best describes your annual household income?

Under \$15,000 \$15,000-\$24,999 \$25,000-\$49,999 \$50,000-\$74,000 \$75,000-\$99,999 \$100,000 & over

Where did you buy your 3DO software products?
 Computer store Software store Toy/hobby store Dept. store Mail order Bookstore Consumer Electronics store

Do you have cable TV in your home?
 Yes No

Which type of applications would you use on your cable system? (check all that apply)

Pay Per View Events (sports, concerts) Educational Products Interactive Shopping Interactive Games Video On Demand
 Pay Per View Events (sports, concerts) Interactive TV Listing Guide Interactive TV Listing Guide Level Paid Services

What accessories or add-on products would you be interested in purchasing? (please rank your top three)

Computer Air board Mouse with MIDI Devices Extended Control Pad Mouse Modem Light Gun Joystick
 3D Backpack Game Save Card 3D Glasses Trackball

What 3DO Club newsletter articles did you like the best?
 What additional topics would you like to see in the next newsletter?

Any other comments about The 3DO Club?

Please return to: The 3DO Club, 600 Galveston Drive, Redwood City, CA 94063

You know the sweepstakes on the previous page?

Well, here's the fine print.

1. No purchase necessary. To automatically enter the sweepstakes, hand print your name, complete address and the answers to the research questions listed on the questionnaire on the official entry form. Mail to: The 3DD Club, 600 Galveston Drive, Redwood City, CA 94063. Entries must be received by March 15, 1994. No liability assumed for lost, late, misdirected or illegible mail. Only one entry per person. No mechanical reproductions allowed.

2. Random drawing will be conducted on or about April 30, 1994, from among all qualified entries received by Little & King Co., Inc., an independent judging organization whose decisions are final on all matters relating to the sweepstakes. Odds of winning are dependent on the total number of qualified entries received.

3. Prizes: Grand (2), Three (3) 3DD Software Titles (Distributed by Sponsor), approximate retail value \$60.00 each. First (3), (1) 3DD Backpack, approximate retail value \$19.95 each. Second (4), (1) 3DD T-Shirt, retail value \$12.95 each. Only one prize per family or household. All prizes will be awarded.

4. Winners will be notified by mail, and may be required to sign an affidavit of eligibility and release within 14 days of the date on the notification letter or Sponsor reserves the right to randomly choose a new winner. Prizes are non-transferable and no substitutions or cash equivalents are allowed. Taxes, if any, are the responsibility of the individual winners. Winners agree to the use of their name and likeness for publicity and advertising purposes without compensation.

5. Sweepstakes open only to residents of the United States. Employees of The 3DD Company, Little & King Co., Inc., their affiliates, subsidiaries, advertising, production, promotion and fulfillment agencies and the families of each of the foregoing are not eligible. Void where prohibited or restricted by law. All federal, state, local laws and regulations apply.

6. For the Grand Prize Winner's name, send a stamped, self-addressed, legal-size envelope to 3DD Newsletter List, c/o Little & King Co., Inc., 140 Barendseway, Amityville, NY 11701, by May 29, 1994.

For those of you who would like to join The 3DD Club, please fill out the questionnaire form on page 16, enclose a check or money order for \$19.95 and send to: The 3DD Club, P.O. Box 24527, San Francisco, CA 94124-9606. Welcome to The Club!

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3DD Video CDs

Chances are, you already know that your 3DD system is capable of playing multiple compact disc formats—in other words, besides those cutting-edge 3DD interactive CDs, it also plays your favorite music CDs and even photo CDs. By the time you read this, however, you'll be able to add a whole new CD format—3DD Video CDs—to your 3DD system's repertoire.

3DD Video CDs are really straightforward—just put one in your 3DD system, and it plays back full motion digital video and CD quality sound right on your TV. What kind of video products can you expect? First, there'll be popular cartoon entertainment, followed by hit music videos from a variety of top artists. Then, in the future, you'll be able to add an optional video cartridge to your 3DD system, and enjoy even more advanced video playback entertainment. Read on!

Introducing MPEG!

Ever notice the expansion port on the right-hand side of your 3DD system? It accepts a forthcoming cartridge from Panasonic that features new, cutting-edge digital video technology called MPEG-1. MPEG is important because it gives your 3DD system a video quality that's as good or even better than a VCR's. Thanks to MPEG, it's a good bet that Hollywood will release feature-length movies and other video entertainment on CDs that work with MPEG-equipped 3DD systems. What's more, these CD movies will enjoy the same benefits as the music CDs you already know and love—they'll be more durable than video tapes, more portable too, and you'll be able to quickly skip to any point on the disc without fast forward or rewind!

Panasonic is expected to release its MPEG-1 cartridge in the first half of 1994. Stay tuned for more details.





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Join The 3DO Club!

We hope you've enjoyed this complimentary issue of The 3DO Club News. If you'd like to stay posted about exciting new 3DO developments, you can join The 3DO Club for only \$19.95. As a Club member, you'll receive this information-packed newsletter, as well as exclusive deals on 3DO products, and news about special 3DO events. Plus, you'll receive a free 3DO Club T-shirt to identify you as an early pioneer in the growing 3DO movement.

To start your one-year Club membership right away, just fill out the questionnaire on page 16, enclose your membership check for \$19.95 (made out to The 3DO Club), indicate your T-shirt size, and mail it to:

The 3DO Club, PO Box 24527
San Francisco, CA 94124-0806

Use this label to order your 3DO Merchandise